

## X Tech - Magic [15<sup>th</sup> November 2017]

So, now we have gotten what we need to fight, and the fighting don't stop! These games are about playing a character in a simulated world, but, when it comes to fighting, to contest for something, this is also important.

Magic is divided into a few schools and then there are priest spells and telepathic powers. Seeing as how anyone will be able to use any spell, if they have the [sphere] and the [spell] and the [willpower]. This is also out of thirty, but you do not roll here, it gauges how powerful your spell is. You cannot have a spell without a sphere of equal level, and you may not have more spheres than your [harmony] score.

Spheres cost eight [adventure points] to buy for level one, and increase a rate of eight adventure points to raise to level two and so forth at a time. This will allow you then to buy a spell or spells of that sphere of the same level or less than the [sphere rank], and then you add bonuses for the spells if applicable.

You also get [mana] based on your [system] plus your [harmony] and your wisdom. This will all add up to your [mana pool], and, you may buy mana in various ways as you progress. As you cast spells you lose mana, and, if you run out of mana, you may no longer cast spells if you cannot cover the costs of paying for the spells.

[Spell power] comes down to your [sphere] + [willpower] + [spell rank]. This is how effective your spell is. There are other bonuses too though. For each level of [sphere] + [spell rank], your cost for casting the spell comes down to, by added level. No spell may be less than one, and, you must spend the [cost] minus the [rank of two] going up by one each level, with the [sphere] doing the same. So, if you had a [sphere rank] of three and a [spell level] of two, you would subtract three from the [mana] costs. If there is no calculations to change, the game master will make a decision.

Spells and spheres are learned with study – you need to understand what is required of your mind and your body, with gross study materials, of all sciences and lost arts, studied histories of gods and devout deeds, and, arts and culture too. This is usually done in a guild, and, there are admission and study fees for each day or week you spend in one, coming to about five hundred credits a week.

Each time you try to learn a new sphere, it takes a day, and, there is a chance you will not learn it, or proceed to learn the sphere. This is calculated on your [system] plus your [intelligence] plus your [wisdom] added together to get a [learn spell check]. If you succeed, you learn the sphere, and, may begin learning spells of that sphere. It is possible, therefore, to begin play with spells and so forth, though if you do it is unlikely that you will be good at anything else.

Depending on your skills and talents, you may receive a bonus to chance to learn a spell too. This would be where the game master decides what you need, corresponding to the sphere or spell in question, as to how to decide where the bonuses apply, usually [one check point] to every three ranks of the right skills and [one point check] to every five ranks of the right talent rank.

All spells last from the time of casting until the end of the round, when they may be cast again. [Action points] must also be spent to realize the spell's potential. Ranges are equal to the [sphere] + [willpower \* 3] + spell level by [3] meters. Durations are up to the game master, but, if it is not instant, then it should be [willpower] in rounds. Mana replenishes at a rate of harmony per hour.

Here is the spells and their spheres, action points costs, basic effects, to be edited by the game master if they choose, adventure or character points to be spent on learning each level of spell, and

mana costs to cast the spell for each use. Sometimes the mana will cover the rest of the round, depending if the spell is instant or not.

<u>Spell list</u>					
<u>Name</u>	<u>Sphere</u>	<u>Action</u>	<u>Effects and areas of effect</u>	<u>Points</u>	<u>Mana</u>
Protect	Abjuration	3	Add two ranks to dodge, must move	2	3
Ward	Abjuration	2	Add three ranks to dodge, can stand still	3	3
Shield	Abjuration	5	Negate next threat up to 8 points of damage	5	5
Dispel	Abjuration	2	Cancel spell of another while being cast	9	6
Anti Venom	Abjuration	0	Adds three ranks to stopping poison	5	2
Mag Globe	Abjuration	3	Globe of protection, as magnetic armor [30] damage	11	6
Shield Globe	Abjuration	3	Globe of protection, as shield armor [3] rounds	10	7
Space Globe	Abjuration	3	Breathe in a globe in dead space, as hydro armor	8	1
Super Globe	Abjuration	4	As super mecca armor	14	5
Alarm	Abjuration	8	Makes loud noise if area penetrated	2	3
Banish	Abjuration	3	Banish demons or dimensional creatures summoned	9	20
Anti scry	Abjuration	8	Makes person undetectable and probed with magic	3	9
Fire bolt	Invocation	3	Fire bolt launched at opponent, [3 damage]	3	2
Fire ball	Invocation	3	Fire ball, [5 damage]	5	5
Lightning	Invocation	3	Lightning bolt [6 damage]	6	6
Lightning storm	Invocation	7	As many lightning bolts launched as [sphere rank]	16	9
Force missile	Invocation	3	Pulse of energy [4 damage]	4	4
Force missiles	Invocation	5	Pulses equal [willpower], multiple targets	15	20
Create Light	Invocation	2	Engulfs area in broad daylight	5	2
Create weapon	Invocation	4	Create weapon & clip of choice, mana upkeep	20	10
Craft Faerie	Invocation	[day]	[+1] random rolled attribute [twice per player level]	10	30
Contingency	Invocation	[hour]	When event happens, a spell is triggered, [stored]	15	3
Acid conflux	Conjuring	4	Summons orb of acid out of air dealing [5] damage	4	5
Fog cloud	Conjuring	2	Covers area with fog, sphere area by [20]	10	5
Blizzard	Conjuring	7	Hail storm over [sphere] area, by [20]; [4] damage	20	15
Web entangle	Conjuring	3	Covers the area in sticky webs, minus [5] actions	6	6
Glitter dust	Conjuring	3	Blinds creature, outlines invisible creature	7	3
Teleport	Conjuring	5	Teleports character to another place	12	6
Dimension door	Conjuring	9	Open door way to another place	15	15
Dimension bind	Conjuring	2	Binds demon or dimensional creature to your will	20	15
Summon demon	Conjuring	9	Summons demon or dimensional creature	28	34
Gating demons	Conjuring	9	Summons [harmony] demons, game master's choice	50	50
Scrying	Divination	[hour]	Know the location of someone that answers to name	6	2

Detect person	Divination	6	Identify someone that you seek or concieve of	9	2
Guess Expert	Divination	2	Understand the problem better [+ harmony to guess]	5	3
See past	Divination	[hour]	See into the history of someone	5	7
Glance	Divination	5	Look at person's character sheet	5	2
Learn sphere	Divniation	[day]	Learn a new sphere, uses mana	4	1
Commune	Divination	16	Communion to know area [harmony * 30]	6	9
Appraise	Divination	6	Know the worth of something, to market standards	3	5
Write spell	Divination	[day]	Write new spell or learn known of one, uses mana.	6	3
Time travel	Divination	9	Travel willpower in days one way or the other	100	100
Friends	Charm	6	Make friends with one person, they like you more	5	6
Enfeeblement	Charm	3	Makes other your [harmony] worse at tests or rolls	6	6
Fear	Charm	4	Makes anoher fearful of you, check 'morale' or run	9	5
Reprogram	Charm	5	Change circuit operations randomly with faeries	9	3
Trip	Charm	2	Trips other with [balance check]	3	3
Stun	Charm	3	Stuns living creature for rest of round, [check]	4	3
Bezerker	Charm	8	Makes creature see target as opponent	8	9
Dominate	Charm	9	Hypnotic suggestion to living thing [check] to resist	14	20
Splendour	Charm	5	Emits aura of splendour, [check] to resist or [awe]	10	20
Pscychostasis	Charm	[day]	Rearranges mental and spiritual stats point for point	35	70
Mage hand	Alteration	3	Lifts small objects, [sphere] + [spell], knives, keys...	4	4
Mending	Alteration	[hour]	Repairs objects, 1 kilogram / hour [sphere] + [spell]	6	9
Bullet proof	Alteration	7	[will] + [sphere] + [spell] health temporary	8	9
Enlarge / reduce	Alteration	9	Target / thing grows up to 25% per [spell level]	6	9
Dark vision	Alteration	3	See in the dark	5	5
Bulls strength	Alteration	5	Add [willpower] to physique of target	5	5
Cat's grace	Alteration	5	Add [willpower] to reflexes of target	5	5
Haste	Alteration	3	Add [willpower] to target's action points	8	25
Permanancy	Alteration	[hour]	Makes spell permanent or magic item [1 * level]	30	100
Wish	Alteration	[day]	Grants [willpower] points per [growth rank] cost	30	100
Healing	Necro	3	Heals [3] damage	5	3
Animate dead	Necro	[hour]	Creates zombies to [harmony] under casters control	9	15
Seance	Necro	[hour]	Call on spirits for séance hearing	7	5
Detect living	Necro	2	Locate living in [wisdom] + [harmony] area [* 30]	3	2
Detect undead	Necro	2	Locate undead in [wisdom] + [harmony] area [* 50]	3	2
Ghost summons	Necro	9	Summons ghosts, unknown course of action	30	20
Finger of death	Necro	6	Kills creature if save check fails	45	65
Leech	Necro	3	Touched creature loses health swapped to caster	10	10

Defile	Necro	3	Sap physique for manna [sphere] + [spell] ranks	10	10
Resurrection	Necro	[hour]	Resurrect fallen creature with up to [sphere] health	20	40
Fool's gold	Illusion	8	Edit bank balance, [hacking computer skill bonus]	5	9
Colour spray	Illusion	4	Disorients targets, willpower targets.	7	5
Colour wall	Illusion	6	Looks like a real wall, is not, cannot be traversed	9	12
Invisibility	Illusion	5	Go invisible for duration of spell, with equipment	8	15
Mask of faces	Illusion	3	Appear to be someone else you have met or seen	5	5
Mask voice	Illusion	3	Sound like someone you have heard	5	3
Forge signature	Illusion	7	Signature forgery of viewed signature	5	9
Retina adjust	Illusion	5	Copy retina as per viewed retina [system bonus]	3	7
Thumb printer	Illusion	5	Thumb alteration per viewed print [system bonus]	3	6
Phantasm killer	Illusion	9	Target dies if no check successful	20	70
Detect magic	Prayer	2	Detect magic in area [harmony * character level]	4	6
Stalemate	Prayer	2	You can't attack nor be attacked, god's protection	5	9
Zeal	Prayer	4	Target gains [+ 3] on all attack tests and checks	7	11
Tongues	Prayer	2	Speak any language your god knows	3	5
Heal disease	Prayer	5	Removes otherwise terrible or conatgious disease	7	15
Remove demerit	Prayer	[hour]	Deletes demerit from subject	8	15
Glyph	Prayer	[hour]	Snare ignited by target, [6 * char + spell level]	11	15
Craft meal	Prayer	[round]	Makes food for [spell lvl + sphere] people	9	15
Ethereal	Prayer	3	May attack, may not be attacked	30	15
Angel wings	Prayer	[hour]	God gives angel wings, rules from G.M upkeep	50	0
Control sounds	Telepathic	4	Change sound, g.m. decides, [difficulty]	5	5
Placebo whip	Telepathic	5	Flogs for [spell] + [sphere]	5	3
Placebo aches	Telepathic	7	Creates cramps and headaches, other aches	4	3
Psychometabolic	Telepathic	[round]	Use mind to alter shape, alter hormones	25	25
Clarisentience	Telepathic	[round]	Hear and see everything target hears and sees	9	9
Telepathy	Telepathic	0	Telepathy with [spell lvl] max others with telepathy	3	auto
Mind blast	Telepathic	5	Mental attack to cause brain damage [5] * [spell lvl]	7	7
Mind clone	Telepathic	2	Allows new personality to cast telepathic spells	12	3 / rnd
Conditioning	Telepathic	[hour]	Buy feats at cost reduction [spell + sphere]	5	0
Psychic surgery	Telepathic	[hour]	Enters merits, may buy for half price	40	60